SESAME STREET ®

CTW

Astro-Grover™

A counting, adding and subtracting game.

Game Play Manual

Astro-Grover™

Introduction
Look, up in the stars!
Is it Little Bird? Is it a Twiddlebug? No...it's Astro-Grover! Help him count the Zips as he welcomes them to planet Earth.
So, if you're ready for fun, let's get started!

Parents:
ASTRO-GROVER provides your children with a fun way to use these basic skills:
•Number/numeral correspondence
•Counting
•Addition and subtraction
•Number pattern recognition

When you play ASTRO-GROVER with your child, you can reinforce these skills by talking about the game as you play. Encourage your child to point to and count each Zip and say the total out loud. Say things like, "How many Zips are there now?" or "Are there more or fewer Zips than the last turn?"

We have designed this manual so that it is easy for you to follow as you read it aloud to your child. Whenever you see a paragraph with this symbol, you will find additional notes to help you guide your child through the game.

Get Ready

The How To Play Card included with ASTRO-GROVER contains all the information needed to set up your computer. It also helps you get started enjoying all the fun of this game right now! So look at the How-To-Play Card first and come back to this manual for step-by-step directions.

Also included is a cut-out designed to fit over the function keys on your computer's keyboard. The color-coded labels for these keys will make playing the activity easier for your child.

Let's Play

3...2...1...Blast Off! It's time to play ASTRO-GROVER! Here's how:
The Zips are here to visit Astro-Grover--
And he's counting on you to help him greet them!

Select a Level
Follow the directions on the How To Play Card to select a game level.

Count those Zips!
How many Zips do you see in the sky?
There are two ways to count them:

Press a Number Key.
Count the Zips and say the number you see.
Press that number on the keyboard.

Press a Beam Key.
Press the UP Beam Key to send the beam up
and find the right number of Zips in the sky.
Then press the DOWN Beam Key to make your
match and catch those Zips.

Each level is designed to be more challenging than the last. Encourage your child to start with the simplest level and practice skills needed in subsequent levels. On all levels, if your child has not pressed any key after a certain amount of time, you will hear a song. Prompt your child to press a key.

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Playtime!

Level 1: How Many Zips?

Object: Count the Zips and watch them build the beautiful city.

The Zips from Zap have come to play with you! But first you must count them--here's what to do!

A shipful of Zips whizzes onto your screen. Whoosh! Zoom! How can you stop it?

Press any Beam Key.

The ship will stop and some Zips will scoot out. Then they will zoom to the center of the screen and flash to greet you.

Point to each Zip on the screen. How many do you see?

Now press that number on the keyboard.

Oops! You pressed the wrong key! That's okay Astropal--because you have as many tries as you need to get it right. Count the Zips and press again.

Leaping Leo--you got it!

Watch as the Zips build one part of the city. Now there's a new group of Zips for you to count.

Count all the Zips in a round and you're a real whiz! Astro-Grover will fly up to greet the Zips.

Rounds: In Level 1, you must correctly count five groups of Zips to build the city and end the round.

Level 2: Beam That Number

Object: Astro-Grover is ready to send a spaceship into orbit--but first he must find the number of Zips on the spaceship!

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How will he do it? He needs your help:

Look at the number on the ship.

Now press the UP Beam Key to find that number
of Zips in the sky.

Found it? Great!

Now press the DOWN Beam Key again to make your match.
Yikes! You goofed! Astro-Grover shakes his head "no," but he's counting
on you to guess again-- and to get it right!
You got it! Wow! Watch the spaceship move up the screen--and there's a new
number for you to match!

Rounds: In Level 2, you must make three matches to send the ship all the way
into space and end the round.

Manipulating the Beam Keys may be hard at first. When your
child presses one, ask "How many Zips are in this beam? Is
it the same number as you see on the ship?" If not, say "Try
pressing the UP Beam Key to see some more Zips."

Level 3: Adding Countdown

Object: The Zips are almost ready to return to Zap--but only you can beam
them aboard their mother ship.

Get ready, Astropal! The first group of Zips just landed and are flashing on
your screen. How many do you see?

Press that number on the keyboard.

Zowie! You got it! The Zips will zoom onto the launch pad and the number you
pressed will flash in the sky.

Now look again--because the second fleet of Zips has just zoomed on screen.
How many do you see in the second group?

Press that number on the keyboard.

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Astro-Grover™ (continued)

Those Zips will fly to the pad and the number you pressed will pop on like the first one. Add the two numbers on your screen and press their sum on the keyboard.

Jumping Jupiter--you got it!
Watch the Zips zoom up into their ship--and look out below! You've built one part of the city! There's a new group of Zips awaiting your orders so start adding, Astropal!

When you press the right sum three times in a row, you'll get a new surprise! So look sharp--and keep on adding. That's all there is to it!

Add up all the Zips in a round and you've built one Zap-happy city!

On Levels 3 and 4, after three correct answers, math symbols will appear under the launch pad, transforming the numbers that your child pressed into an equation. On Level 3, a plus sign will appear between the numerals and an equal sign will follow them. On Level 4, a minus sign and an equal sign will appear. You may want to point these symbols out to your child.

Rounds: In Level 3, five correct answers will send the ship home, build the city and end the round.

Level 4: Take It Away, Zips!

Object: The Zips are out for one last blast before they zoom back to Zap. They're ready for a stellar spin --but they need your help.

Whoosh! A fleet of Zips lands on the screen. How many do you see? Press that number on the keyboard.

Good work, Spacemate!
The number you pressed will appear under the launch pad.

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What's happening to the fleet? Some of the Zips fly to the right and flash to let you know-- they're ready to go!

How do you launch them?
Count those flashing Zips. Press that number on the keyboard.

The number you pressed will appear under the pad and those Zips will zoom off into orbit!

But your job's not done--it's just begun!

How many Zips are left?
Press that number on the keyboard.

You got it!
The number you pressed will appear on the screen and you've built one part of the city. Before you know it, a new fleet of Zips will beam down to you.

Get three correct answers and you'll play this game another way. Fear not, Astropal! You're up to the challenge! So take it away!

Rounds: In Level 4, five correct answers will send the ship home, build the city and end the round.

Level 5: Sum Up, Sum Down

Object: Time's almost up! The Zips must leave their buddy Astro-Grover and go home to Zap. But before they go, the Zips will fly down to say, "So long--it's been a blast!" Can you count them before they reach the city?

There are three beams on the screen. Each one has a number in it.

Now look at the number on the Zips' ship.

Look at the numbers on the beam bases. Can you find the right combination of numbers to add up to the number on the ship?

Look closely--there may be more than one right answer! And sometimes, you may have to press a number key more than once!

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Press the numbers on the keyboard that add up to the number on the ship.
A beam shines up and saves that number of Zips!

The sum of the numbers you pressed must equal the number on the ship. If it
is less or more than that number, the Zips will move down
the screen. Guess again!

Alpha Centauri! You got it right!
Now look at the ship again--there's a new number on it! It's time to add again!

Rounds: In Level 5, three correct answers will send the ship home.

HI TECH ♥ EXPRESSIONS

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How To Play

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To Set Up Your Computer

1. Insert the program disk into the disk drive and close the drive door.

2. Turn on your monitor and disk drive.

3. Hold down the (OPTION) key (except on the 400 and 800 models) while turning on your computer and continue to hold down the (OPTION) key until the screen turns blue.

   The program will self boot and the title screen will appear.

Object Of The Activity

Count, add and subtact the Zips from Planet Zap while helping GROVER welcome them to Earth.

How to Play

These are the keys you use in playing the activity. Keep the How To Play Card handy for quick reference during play.

| MENU / LEVEL | SPACE BAR | Press this key to select a game level. Continue pressing this key until Grover is pointing to the game level you want, then press the PLAY key. Also use this key to return to the menu during game play. |

| PLAY / CLEAR | RETURN | Press this key to start the game. Also press this key when playing to clear the screen and start another game at the same level. |

| UP BEAM | ⬆ | Press this key on Level 1 to start the game and on Level 2 to send up a beam and find the right number of Zips. |

| DOWN BEAM | ⬇ | Press this key on Level 2 to make a match and catch those Zips. |

| | NUM-BER KEYS | Use the Number Keys (1 - 9) on your keyboard to count, add and subtract Zips. |

| PAUSE | ESC | Press this key to pause a game in progress. Press it again to resume play. |